



THE **JACG** NEWSLETTER
JACG

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THE JERSEY ATARI COMPUTER GROUP

VOLUME 9 NUMBER 8

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OCTOBER 1989

FROM THE EDITOR'S DESK

Well, it's been three or four months already as editor of this fine publication. Is it OK to quit now?

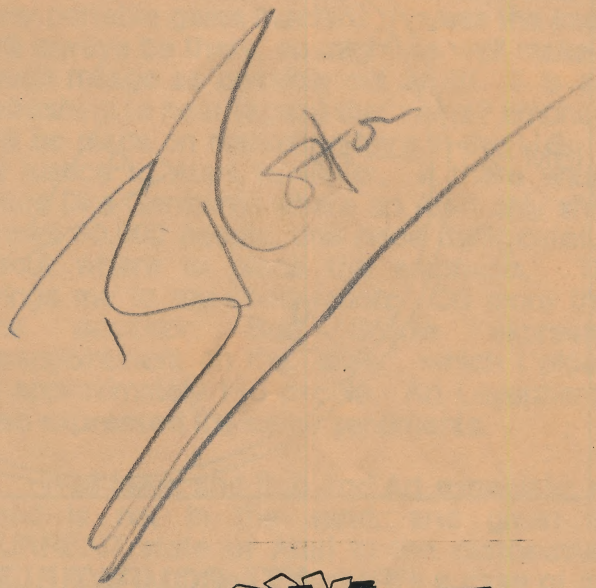
I was ready to quit this month after the response from the membership. I got a grand total of two pages of articles from people other than officers of the club. Of those two pages, one article took a whole half a page to say that it had nothing to say. One of the articles I got from one of the officers came a whole six days before the meeting.

The sad part that I realized was that if the membership got a newsletter full of twenty blank pages or if I decided not to print it this month because the articles came too late, was that everyone would be saying, "Well, the new editor can't hack the job."

Unfortunately, I was unable to attend meetings for a couple months. Maybe that is why with no one to remind them, articles were not forthcoming. Well, I'll be at the meetings again from now on, and if I have to go down into the audience and grab people by the shirt collars and threaten them to write articles, then that's what I'll do. Hopefully, that won't become necessary.

DAVE

IN THIS ISSUE ...



CALENDAR OF EVENTS

NEXT MEETING:

NOVEMBER 11TH, 1989

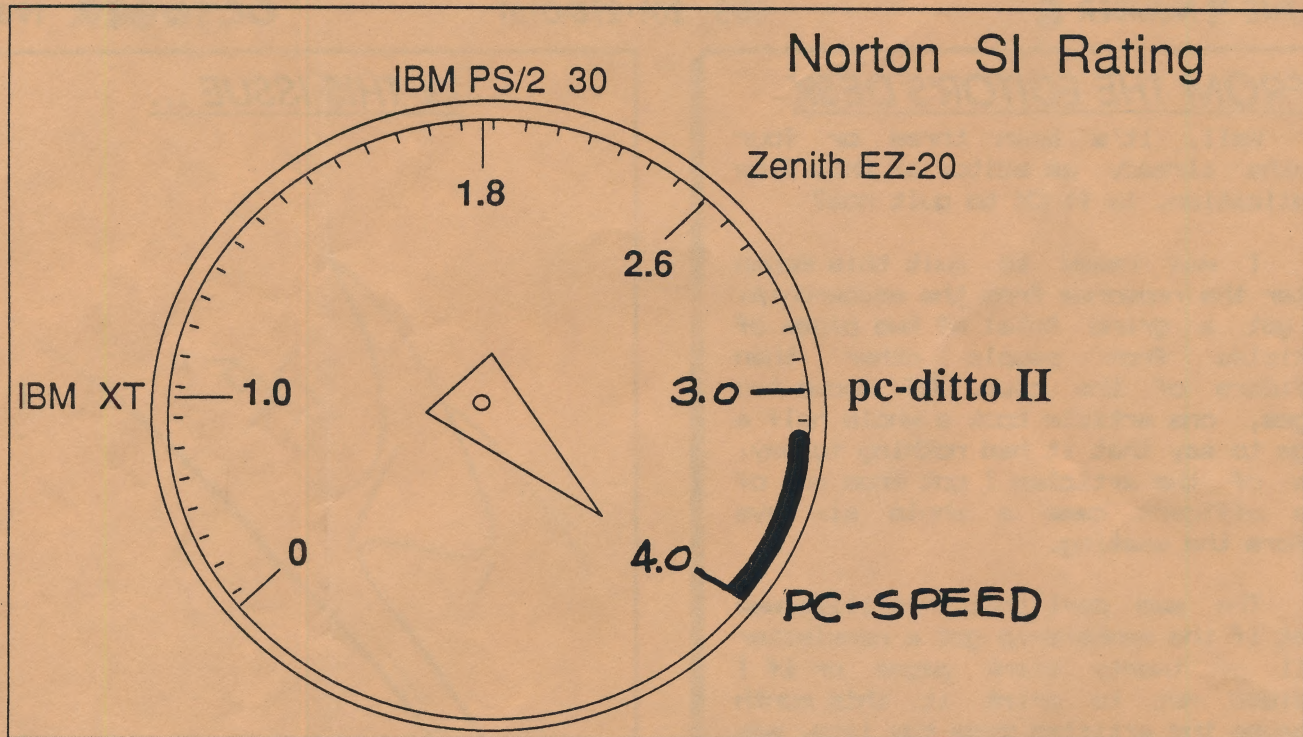
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PRESIDENT'S REPORT

by Gary Gunkel

As I sit here and write this month's column, I'm reflecting on last month's meeting. Thanks go out to ALL who attended, and helped in ANY way with the planning and coordinating of the September Regional meeting.

A very SPECIAL long distance THANK YOU goes out to the following Atari Users Groups who attended our meeting, JACS, OI' Hackers, LIAUG, FACE, BASIC, and ABE'S ACES

Not to mention our list of guest speakers, ARTHUR LEYENBERGER, DAVID NOYES, RON KOVACS, and of course ROBERT BRODIE from ATARI. It was a very fun filled and eventful day. After the meeting was opened, a representative from each of the ATARI USERS GROUPS spoke briefly about their respective club. It was strongly emphasized that there must be unity among users groups if we are all to survive. It was suggested that future REGIONAL MEETINGS and possibly a REGIONAL NEWSLETTER might be looked into.

Next it was on to our guest speakers, Art Leyenberger from ANALOG, our own Dave Noyes from ATARI EXPLORER, and lastly Ron Kovacs from ZNET, ZMAG & STZMAG. A short intermission was called so that everyone could be refreshed to hear Robert (Bob) Brodie from Atari speak. The second half of the meeting was filled with a short video from Atari in Europe. Bob then spoke about the need for user groups, and how Atari plans to support them. The floor was then opened up for questions and answers.

All in all, if you missed the meeting it will be worth your while to watch for the "video" that was taken by Oscar Granison. It will be shown at a meeting yet to be announced.

PLEASE remember that NOVEMBER will be our election meeting; show your support by attending or by RUNNING for office. Nominations will be taken from the floor.

NOISE FROM NOYES

by Dave Noyes

An open letter to Atari and Bob Brodie

Well, our multi-club, regional meeting is now history. It was really good to see members representing clubs from Pennsylvania, New York, Connecticut, and New Jersey. Many thanks to Atari, and especially to their new user group representative, Bob Brodie, for the time, effort, and expense expended by them on our behalf by sending Bob out here as their representative and our meeting highlight.

Now to the feedback. It is refreshing to see that Atari now announces actual product introduction with accurate release dates! It is great to see new products hitting the market place (such as the Portfolio, STacy, and the new portable game machine (I guess the image will always be there, so might as well make as much mileage as possible out of it!). It is also refreshing to hear (again) that some? emphasis will be place on marketing here in the U.S. In all justice to Atari, however, if there was a place (like Germany) where an Atari only show draws 30,000 people, one need think carefully about where to place the emphasis. This brings me to my observation. On more than one occasion Bob Brodie expressed disappointment on the "draw", which I placed at approximately 140 people. Art Leyenberger also expressed the same sentiments.

Well folks, and Bob and Art especially, my head is not in the sand, and given the CURRENT state of Atari in the northeastern U.S., 140 is a crowd! I guess it's a case of one mans' feast is another mans' famine. Seriously, I think that the attendance is indicative of the fact that if Atari wants to be successful in the U.S., it must change its' view of the domestic market place and the inhabitants thereof. I think that Atari has started such a process and it certainly appears that they are beginning to travel down the right track. Atari owners are a vociferous, dedicated, and loyal group of folks; and I am sure that they, as much as I, hope strenuously for Atari's continuing success.

Again, Thank you Atari and Bob Brodie!



A LABEL PROGRAM FOR THE ATARI 800

BY ERIC JACOVES

A while back I published a simple label program that ran on both the Atari ST and the Atari 800 computers. It was a very simple program yet did its job. Here is the second label program in the never ending series and this one is strictly for the Atari 800 series of computers. It is written in the plain vanilla Atari basic language and its claim to fame is that it will save your label to a disk file and will let you call it up later when you need a new set of labels. I have set the program up such that you write one label file containing one name on a file so that you can name the file with the persons name and you will always know which file has which name.

You may have 20 characters for each field and if you need more space just increase the values in statement 10 to whatever you want being careful not to exceed the size of your label.

The program has two parts which are separated by lines 20 to 40. If your answer is "1" then you are adding a new name to your set of names on your disk. Line 250 begins this section by prompting you for the name, address, town and state and finally the zip code. The program will then ask you for a disk file name and you must enter it as "D: name" without the quotes. The new disk file will be created and the data is written to it. Do not use the same names for more than one disk file or you will overwrite an existing file.

Statement 50 begins the printing of a label file by asking you for the name of the file that contains the current label data. After reading the data you are asked for the number of labels that you want and you may ask for as many as you wish. The program as presented uses a label sheet that is three across. If your labels are only one across then lop off the ends in statements 150 to 180. Remove everything after the first "\$" on all four lines.

```
5 REM LABEL PROGRAM PRINTING 3 SETS ACROSS
6 REM BY ERIC JACOVES
10 DIM NAM$(20),PDR$(20),STRT$(20),ZIP$(6),FIL$(15)
15 LPRINT CHR$(27);CHR$(56)
20 ? "1=ADDING NAMES OR 2=PRINTING NAMES"
30 INPUT ANS
40 IF ANS=1 THEN GOTO 250
50 ? "WHAT FILE HAS YOUR NAMES"
52 ? " AS D:NAME "
60 INPUT FIL$
70 OPEN #2,4,0,FIL$
80 INPUT #2,NAM$
90 INPUT #2,PDR$
100 INPUT #2,STRT$
110 INPUT #2,ZIP$
120 ? "HOW MANY LABELS"
130 INPUT N
135 LPRINT CHR$(27);CHR$(71)
136 ? "SET PAPER THEN HIT A 1"
137 INPUT F
140 FOR I=1 TO N
150 LPRINT NAM$,,,NAM$,,,NAM$
160 LPRINT PDR$,,,PDR$,,,PDR$
170 LPRINT STRT$,,,STRT$,,,STRT$
180 LPRINT ZIP$,,,ZIP$,,,ZIP$
190 LPRINT :LPRINT
200 NEXT I
210 ? "ANYTHING ELSE 1=YES 2=NO"
220 INPUT ANS
230 IF ANS=1 THEN CLOSE #2:GOTO 20
240 CLOSE #2:GOTO 705
250 ? "NAME FIRST AND LAST"
260 INPUT NAM$
270 ? "ADDRESS"
280 INPUT PDR$
290 ? "TOWN & STATE"
300 INPUT STRT$
310 ? "ZIP CODE"
320 INPUT ZIP$
325 REM FILE NAME TO SAVE THE DATA UNDER
330 ? " WHAT FILE NAME AS D:NAME.EXT"
340 INPUT FIL$
350 OPEN #2,8,0,FIL$
360 ? #2;NAM$
370 ? #2;PDR$
380 ? #2;STRT$
390 ? #2;ZIP$
395 CLOSE #2
400 ? "ANYTHING ELSE 1 = YES,2 = NO"
410 INPUT ANS
420 IF ANS=1 THEN GOTO 20
705 PRINT "END OF LINE"
710 END
```

THE OCTOBER AA's
by Neil Van Oost Jr.

Here is a comparison of our two favorite Atari magazines for the month of October. Antic and A.N.A.L.O.G. Computing have been two of my favorite Atari magazines for a long time. One I have from issue #1 and the other I'm only missing eight or nine issues. Although I started out with just the magazine subscriptions for both, I now have disk subscriptions and have had them for quite awhile.

It has become obvious over the last couple of months that both Antic and ANALOG have been having their problems. The Atari 8-bit readership has been shrinking. Advertisers for Atari 8-bit software and hardware have decreased at a very rapid rate. With the decrease in advertising has come a decrease in the number of articles and number of pages supported. There are not very many new reviews coming out. This is understandable since there is not one heck of a lot of hardware/software being produced for the 8-bit.

Looking into ANALOG this month, I find that it has a total of 68 pages. Featured on the front page: A Visit With Star Trek: The Next Generation — If you are a Trekkie, this article is a must. Even I found it very interesting. Since this is a special games issue, you have three to choose from: Double Six, TX Cruncher and Skull Island. Double Six is a colorful version of Backgammon. TX Cruncher is an arcade type game which, although not very complicated, will hold your attention. Skull Island is a text adventure which drew my attention first and since it was an hour past my bedtime before I retired, held it for awhile.

Also featured on the cover were reviews. Programs reviewed were Astronauts, L.A. Swat, and Panther. Going past the cover to page three, I found a very interesting and informative editorial by Clayton Walnum. He was a speaker at our Regional Meeting last month. Both the information in the editorial and his

talk covered the reasons behind policy changes with the magazine. The merging of ST-Log and ANALOG under one cover starts with the November Issue.

Looking at Antic this month I find that it has a total of 48 pages. Featured on the cover, Money Magic — a way to stretch your dollars with Dr. Brilliant's Budgetizer. Also featured is a review on Atari's New Hand-held Game System. Going past the cover, the index has the following type-in software: Quick Directory, Super Bottleneck Breaker, Capture the Flag, and Beam Me Up.

Quick Directory is an easy way to access you disk contents. Super Bottleneck Breaker is a Basic speed up tool. Capture The Flag is a two player machine language arcade game. Beam Me Up looks very interesting from the article, but since my disk was missing from the magazine this month, I will have to tell you at a later date how good it was.

The big disappointment about Antic this month is the combination of the October and November issue under one cover. Although I looked throughout the magazine for an explanation, I found none. One would wonder if this issue counts as two on one's subscription or even if there will ever be another issue. Let us hope for the best.

Comparing advertising in the two magazines I found that Antic had about 28, including the classifieds and its own products. ANALOG had six, which were mostly its own.

In closing I would like to commend ANALOG for its policy of letting its readership know what directions the magazine is taking, and that it will be there for us (at least in the near future). As for Antic, things from my viewpoint don't look too good and I wish someone over there in the Antic offices would let us know what is happening.

Earlier I mentioned that I had not received my Antic disk; Well, I called them this evening. The number posted in the magazine for customer service is no longer in effect. If you need to call customer service about your subscription the new number is 619-485-7754.



SOME OF MY FAVORITE THINGS...

by Dave Arlington, JACG

MY JACG NEWSLETTER by Joseph E. Hicwa, JACG

My JACG NEWSLETTER is assurance our computer group exists!

All Jacg members do not attend all meetings so our newsletter informs, educates, and amuses absentees loyal to our JACG Atari family.

JACG newsletters hold our club together like wheel spokes hold hub and rim together. Each edition of JACG Newsletter reaches out like a spider's web to every member where threads join.

To keep viable, this newsletter needs articles and comments from me, from us, from readers to help people learning and teaching one another so we can all enjoy more from our Atari computers.

Often while using my Atari computer, disk drives, or printers, I discover a shortcut or correct a problem, but negligently fail to record or pass it on to our editor. Other times I'm enthralled by some piece of software or an article in another publication but don't share my experience with you readers via this publication. This must change.

Reading "Helping Out", an editorial by Dave Arlington in the August '89 issue, especially the comment, "I'll take articles in any format.", motivated me.

I just send my words to him on paper, disk, or BBS. As editor, he rewrites, corrects, or abridges submissions as necessary. Dave wants written thoughts, ideas, comments -- he does the rest, making me, us look good in print.

That's fine, I mused, but how do I start? What do I write? That's a topic for someone smarter than me.

I must say it has been a disappointing month for the newsletter, to say the least. After an editorial pleading for articles in August and the big regional meeting in September, I thought inspiration for articles would be in abundance. Well, I got two whole pages worth from three authors. And as I sit here writing this article less than a week before the meeting, I'm hoping Dave and Gary will come through in last-minute fashion with their page worth.

Since that gives me a front cover, back cover (I hope), and three pages, I have to kill a page to give us an even count. Now, I admit a six page newsletter is not much to brag about, but you have to consider two things.

First, it's YOUR fault since you did not write any articles (the three authors being excused). Secondly, hey, at least we have more pages than this month's Antic!

So, to kill my page I thought I would talk about some of my favorite Atari 8-bit things in no particular order. Maybe, it will cheer me up and keep me from thinking about what it means to a user group when only three members care enough to write articles for the newsletter.

After using many different types of computers, I still enjoy the Atari full-screen editor that lets me move the cursor almost anywhere and make any change in any type of software... I like a lot of things about the Atari's internal structure. It's easy to learn about and the Input/Output Control Blocks make it a super flexible system...

I like having a wide options of programming languages on my computer. Action! is my hot fave right now, but Atari Logo is one of the best implementations of that language and Kyan Pascal is as powerful as IBM Turbo Pascal if you have enough memory. And there's nothing like every now and then getting down and dirty in machine language... You know, some people find programming boring, but when a program finally runs in it's final form, it's the best feeling in the world...

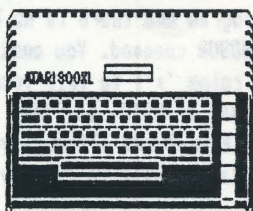


I'm lazy and I like the fact that a lot of Atari games come on cartridge and don't have to be loaded from disk. It's really nice now the XEGS has spurred new cartridges... Speaking of cartridges, I like my new light gun and Crossbow... Of the oldies, Defender is still my main game. I think it has something to do with revenge for all the quarters the arcade version took from me so long ago...

I like flying all across the USA in my simulated airplane in Flight Simulator. I learned a lot about American geography in the last year that way. I like taking long flights since I slip into a very relaxing zen-like state... I like leaving reality behind and exploring the fantastic worlds of Alternate Reality, Phantasie, Universe, and Ultima. Nothing like bashing a few monsters to relieve the daily work-day tensions...

I like going back and looking at my Atari magazines circa 1982, 1983 and thinking what could have been if even one person at Atari had realized what a great computer they had and furthermore, how to sell it...

I enjoy all the printing things I have; Doing resumes with Daisy Dot II, printing signs and stories for my kids with Sesame Street Print Kit, and working on this newsletter with PaperClip. Well, OK, maybe I'm not so enthralled about the newsletter this month... See, there, now I'm depressed again. Oh well, maybe some poor members will take pity on me this month and write some articles!



GFA Class 5

This lesson we'll learn a few more GEM commands and go a little deeper into some of the finer things in GFA. First on the agenda is the infamous little Alert Box that pops up when least expected. Alert boxes are very easy to use in GFA, in fact they're only one line commands. The command is (of course) ALERT but there are several variables we need to supply it to make it function properly. Proper use is: ALERT A,TEXT\$,B,BUTTON_TEXT\$,C where each of these is as follows: A is a variable between 0 and 3. It determines what (if any) predefined shape will appear in your alert box. A 0 indicates no shape, a 1 indicates an exclamation point, a 2 is a question mark and a 3 is the stop sign. The next item (TEXT\$), is the string of text you want displayed in the box. It may have up to 4 lines of text, each containing no more than 30 characters (including spaces) and the lines are separated by the '!' symbol (right under your delete key). The next variable (B), is the number of the button you want to become the default button, that is, the button that will be selected if the user just presses return. A 0 means no default (this forces a mouse click), 1, 2 or 3 indicate buttons 1-3 since 3 buttons is the most you may have. The next variable (BUTTON_TEXT\$), is of course the text for your buttons. Each button may have up to 8 characters and again they're separated by the '!' symbol. The last variable (C), is any variable you choose to contain either 1, 2 or 3 (depending on which button the user selected) so you can have your program perform the appropriate function. Let's look at an example (EX51):

```
Text$=" This is an example ! of a 'STOP' box... " Alert
3,Text$,1," Great! !So what?",B% If B%=1 Alert 1,"Thank
you !",0," Bye! ",Void Edit Endif If B%=2 Print "You must
know this already!" Pause 200 Edit Endif
```

Notice that in our second alert box, we used a variable called VOID for our returned value. VOID is a GFA command word and it's used when you need to supply a variable but the value returned is not needed. This could easily be any other variable but VOID is much faster (especially for the compiler).

The next little GEM we'll learn (pun intended), is the fileselector routine. We've all seen them, the box that always pops up when we want to save or load a file. Again, this command is easy to use in GFA but you can experiment and make it much more powerful when you become familiar with its operations and functions. The command usage is: FILESELECT "Path", "Filename",TEMP\$ where Path is the default path and filename you wish to select (must

be at least '*.*)' (i.e. this may be '*.BAS' to only show you files ending with .BAS, '*.*)' to show all files, etc.), 'Filename' is the default file you want to show in the select box and TEMP\$ is the variable that will hold the string value of the file that was selected (if the user clicks on cancel, TEMP\$ will equal ""). Lets take a closer look at exactly how this works in the following example (EX52):

```
Repeat Fileselect "*.*)","",Temp$ If Temp$=""
  Temp$="Cancel" Endif Print At(20,10);"You clicked on
";Temp$;" Pause 150 Print At(20,23);"Press right mouse
button to exit..." Pause 50 Cls Until Mousek=2 Edit
```

Another command we need to know is the CHAIN command. This command allows you to load and run another GFA basic program but be forewarned that it deletes the program you currently have in memory. Usage is: CHAIN "TEMP\$" where TEMP\$ is the name of the file you want to load and execute. Here's an example (EX53):

```
Print "Now saving this program..." Save "TEST.BAS" Print
Print "Press and hold the left mouse button to exit..." If
Mousek=1 Edit Endif Pause 100 Cls Print "Now loading and
running the program..." Chain "test.bas"
```

Notice we used another new command called SAVE. This command allows us to save any program currently in memory at any point in our program. Simply use SAVE "FILENAME" where FILENAME is what you want to call your program. You may also insert a 'P' in front of the SAVE command to make it PSAVE (PSAVE stands for Protected SAVE) and your program will work but it can not be listed in the editor. This means nobody (even you!) can look at your code once it's been PSAVEd so make sure you save a copy regularly first (just in case you decide to modify something, trust me). The LOAD command also functions the same as the SAVE command, LOAD "FILENAME" loads a program into memory.

Here's a fun command that I know you've all been waiting for, the SETCOLOR command. Unlike the COLOR command which only lets us specify which color to DRAW in or to make graphics shapes in, the SETCOLOR command modifies the actual color registers in the ST in effect making new colors for you (sort of like the CONTROL.ACC does). A word of caution here, if you use this command and reset colors in a program, try to be courteous and set them back to what they were before you changed them. Have you ever used a program and when you went back to the desktop you had some really putrid looking colors there? Yuk !! You may use the SETCOLOR command either of two ways and neither is easy to figure out so here goes: SETCOLOR X,A,B,C where X is the number of the color register you want to change (0-15 for low res, 0-3 for medium res and 0 or 1 for high res) and A,B and C are the values for Red, Green and Blue (0-7). These numbers correspond to the little scale you see in the control panel when you move the RGB sliders up and down to change the colors. The other way to use SETCOLOR is as follows: SETCOLOR X,Y.

Seems easier huh? X is the same as before but now Y stands for the computed color number between 1 and 1911. To compute this number, multiply the Red value times 256 and add it to the Green value multiplied by 16 then add the Blue value to that! Confused? I told you it wasn't easy...Actually, it's not as bad as it sounds. If your Red value is 2, Green value 3 and Blue value 6 (remember our sliders 0-7?) the formula would look like this: (2 * 256) + (3 * 16) + 6 = 566. The easiest way to find out what colors you like is to write a short routine like the one below that cycles through all of them and lets you pause to write down the numbers of the colors you like. Examine the following routine (EX54):

```
Z=0 Hideen For A=1 To 1911 !Sets our counter through
all colors B=1911-A !This counts backwards C=A+27
D=C+39 Setcolor 0,A !Medium res color 0 Setcolor 1,B
!color 1 Setcolor 2,C !color 2 Setcolor 3,D !color
3 Deftext 2,0,0,32 Vsync Text 165,90,"Graphics change
too!" Print At(10,18);"Background color is ";A;" Print
At(10,20);"Text color is ";D;" Print At(21,23);"Press
left mouse button to pause..." Print At(28,24);"(Right
button to exit)" Pause 5 Exit If Mousek=2 !exit if right
button pressed If Mousek=1 !if left button pressed
Repeat
  Until Mousek=0 !do nothing (pause) until no button
Endif Inc Z If Z=3
Z=0 Endif Next A Showm Edit
```

Another helpful command is the SETTIME command. This command sets the time and date internally to what you specify and it even remains set when you exit to the desktop. This could be used very easily for a custom time setting routine if you don't have an internal clock. Usage is: SETTIME Newtime\$,Newdate\$ where Newtime\$ and Newdate\$ are 2 variables you supply to hold the time and date as set by the user. The format for entering the time is 'HH:MM:SS' or 'HHMMSS' and for the date it's 'DD.MM.YY'. A sample of how to use this follows (EX55):

```
Input "Please enter the correct time (HHMMSS) ",Newtime$
Input "Please enter the correct date (DD.MM.YY) ",Newdate$
Settime Newtime$,Newdate$ Print At(20,10);"Time is now set
to ";Time$;" Print At(20,12);"Date is now set to
";Date$;" Pause 300 Edit
```

Another command I've purposely omitted until now is the GOTO command. GOTO enables unconditional branching to any part of your program and there is no built in Return as there is with a GOSUB command. You must use a LABEL (a name followed by a colon ':') to tell your GOTO where to go. You may NOT use a GOTO to jump into or out of FOR...NEXT loops or Procedures although you may use them within both. An example may help to clarify this (EX56):

```
Tom: !Our 'LABEL' Cls For X=1 To 5 Print At(39,11);X
Pause 40 Next X Alert 3," Want to do it again ??? ",1,"
Yes ! No ",CX If CX=1 Goto Tom Else Edit Endif
```


Although we've briefly touched on the INPUT command, there are several variations to it that allow more flexibility. One of these variations is the FORM INPUT command. It simply allows you a little more control over what a user may enter into your program. It's used as follows: FORM INPUT X,TEMP\$ where X is the maximum number of characters you want input and TEMP\$ is the variable that will hold the input. When a user reaches the maximum you've specified, he cannot go any further. A bell will sound and all he can do is press return to get his input accepted. Lets look at another example (EX57):

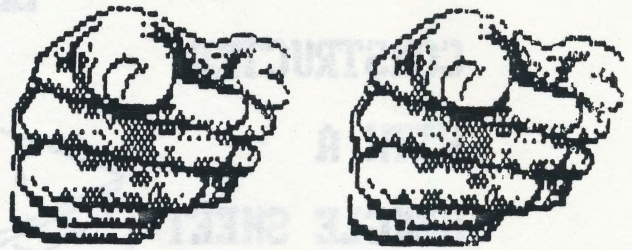
```
Print At(17,11);"How old are you? (Max of 2 characters) ";
Form Input 2,Age$ !Input is limited to 2 characters
Print At(25,15);"You are ";Age$;" years Young!" Pause 200
Edit
```

One final command for this lesson is the ERROR command. Usage is ERROR X where X is the number of the error you want to simulate. Why would you ever need this? Try the last example and see! (EX58):

```
Error 100 Void Inp(2) Edit
```

Until next time...

Tom Hayslett
STar Users Group



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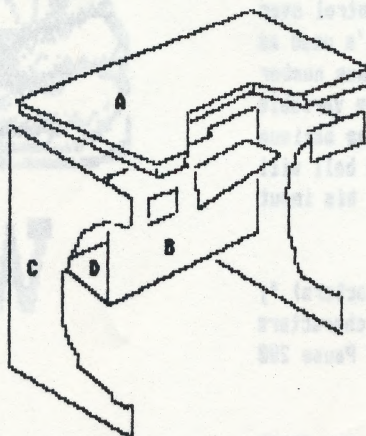
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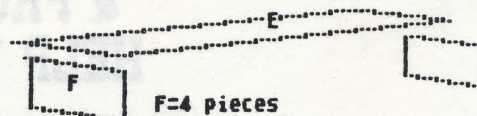
LEFT NATURAL

Dimensions :

4 FOOT WIDE

2 FOOT DEEP

27 IN. HIGH



48 inch	A	B	C	D	E	48 inch
	TOP	BACK	SIDES	BACK SHELF	HUTCH TOP	48 inch
24 "		15 "	27 "	6 "	12 "	27 "

This desk features a drop shelf tailored for the size of your computer. The one shown is for an 800XL. The top can very easily be left solid if you would prefer.

Cables are passed thru a cutout on back (B) and a power strip and all power pacs are are hidden out of the way on the back shelf (D).

Desk is quite sturdy when finished and more storage can easily be added by redesigning and expanding the top hutch to your needs.

Original design from Atari Computer Club of the Palm Beaches.

Page and artwork by Keith Schafer



October 1989 Vol. I No. 8

In This Issue

Portfolio Released!
Sam Tramiel Conference
Rainbow TOS Released
Beyond GEM
Wide Scans with Hand Scanner
Ratty's Rap
1040STE and TT Announced
Public Domain Shelf

New Atari User Group Coordinator - On the Road

by Ron Kovacs

Last month Atari's new User Group Coordinator Bob Brodie flew to New Jersey to attend the regular monthly meeting of the Jersey Atari Computer Group (JACG), to talk about current Atari happenings and host a question and answer period. This was Bob's first major appearance. In attendance with the 200 plus members and guests, Arthur Leyenberger from Analog Magazine, David Noyes from Atari Explorer Magazine and JACG member, representatives from JACS User Group, BASIC User Group, LVAUG User Group, and one group from Connecticut. In total, there were groups from five states here to enjoy the meeting. JACG is to be commended for organizing such a large group for the meeting. They were certainly rewarded, with Atari donating an XE Game System, an XF-551 disk drive, an XEP80, and AtariWriter 80 to the group. In addition, the JACG PD Library sold over \$600 in disks!! All the group reps were given a chance to speak. Arthur Leyenberger of Analog spoke about changes in the Atari community since he was President of the JACG in the early eighties. David Noyes of Atari Explorer echoed Art's comments and his support and needs for support for the 8-bit Atari computers. I was announced and chatted briefly about Z*Net and its concept, online magazines, and allowed a short question and answer period.

During a break before Bob spoke, I was surprised at the number of people who wanted to speak with me about Z*Net, ST-Z*Mag, and Z*Mag. They were by and large complimentary, with a number of them anxious to see what they had to do to get Z*Net included in their newsletter, or carry Z*Mag on their BBS.

Some of the questions asked were interesting and pleasing to hear. Sitting behind the computer day after day and to hear the appreciation for publishing this material was encouraging. Another point brought up was the fact that Atari's commentary on what the three online magazines release each week never seems to appear.

What exactly does Atari think about the onlines? Your guess is as good as mine.

After a brief intermission, Bob Brodie was announced and started with a short speech on how he got to Atari and goals he planned for the next year. Look for the seldom produced Atari User Group Newsletter to be resurrected in 1990. Bob wants to produce the user group newsletter at least quarterly, with hopes of going bi-monthly by the end of the year. Atari is convinced that user groups need to be nurtured and developed, not just as an avenue of support for their product, but as a special market as well. Bob recognizes that user groups need a better way to communicate with Atari, as well as other user groups. To that end, Atari will be making the completed user group listings available to all groups that are registered, first for verification by the groups, then for publication. Soon after he showed a short tape from a recent Atari show in Dusseldorf, West Germany attended by over 35,000 people where Atari announced the TT. We saw over 145 developers gathered in a large hall showing a wealth of products, all for the ST. Atari Germany had a section at the show called "The Atari Shop" where they displayed all kinds of goodies for Atari fanatics; Atari backpacks, Atari sweatshirts, Atari jackets, and more. He also brought along the new Atari Portfolio for all to see, and some to try! The Portfolio started shipping in September, and looks like it will be a great success for Atari!

Bob allowed a 50-plus minute question and answer period. If time weren't an issue, I am sure the Q&A's would have gone on for at least another hour. Some of the questions pertained directly to dealer support and the lack of it, other questions on 8-bit support, upgrading, and various comments on the current state of affairs at Atari.

At the meeting, Atari announced that they have a new solution to the old problem of getting service

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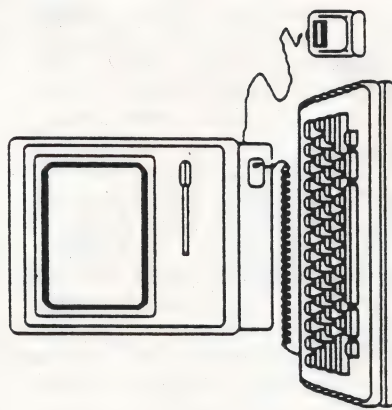
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Z*Net Newswire



⇒ Atari announced the immediate release of the pocket computer the Portfolio on September 15th. The unit will retail for \$399.95 and includes 5 software packages retrievable via function keys on the IBM style keyboard, and 128K RAM. Two AA batteries are required. Here is a list of the features: MSDOS Compatible Commands, Lotus 1-2-3 File Compatible Spreadsheet, Lotus 1-2-3 Word Processing Software, Calculator, Personal Appointment Book, Address Book/Phone Directory, 128K RAM, 63 Key PC Compatible Keyboard, LCD Display with 40 Column by 8 Line Character Mode, 240 x 64 Graphics. Optional peripherals are: Card Drive and Credit-Card Size Solid State RAM Cards, and the Card Drive accepts PROM and ROM Program Cards.

⇒ A new BBS system called the Whistle Blower BBS allows users to anonymously report crimes which would regularly go unreported. Calls taken are forward to the proper agencies in the area. If you want to see it for yourself, call (714) 873-9547.

⇒ The Software Publishers Association (SPA) has set up a toll free number to help people report software piracy. This new avenue for reporting should assist users who would normally have to search out the SPA to report incidents of piracy. To date the SPA has filed more than 20 suits against dealers, mail order operations, technical colleges and corporations. To report a pirate call: (800) 388-PIRS.

⇒ Hewlett Packard is said to be getting ready to purchase Commodore! The exact details are NOT known at the present time but will be updated shortly. The reasons could be numerous and will be interesting to see what develops. Maybe the end of the AMIGA!

⇒ Practical Solutions, Inc announces The Cordless Mouse, a new innovation in input control. Compatible with all Atari ST and Mega computers, The Cordless Mouse utilizes the latest in infra-red signal transmission technology to give all mouse users long-awaited freedom. It can be operated from up to five feet away from its base receiver, eliminating those old cable tangles, while providing faster and smoother mouse movement. According to company president Mark Sloatman, this new mouse will advance the state-of-the-art for all input devices. The Cordless Mouse features a sleek, lightweight, contoured design allowing ease of use for both right- and left-

handed operators. Using an 8 bit, 12 MHz CMOS CPU, The Cordless Mouse provides a high resolution of over 200 cpi and a tracking speed of up to 600 mm/sec. This makes it twice as fast as the Atari mouse, taking up less than half the rolling room normally required on your mouse pad. The Cordless Mouse also has an automatic shutoff to extend battery life (two "AAA" batteries required). No special gridplate or mousepad is necessary. The Cordless Mouse has a scheduled release date of October 20, 1989 with a suggested retail of only \$129.95. It comes with a one year limited warranty and unlimited technical support. Early response indicates an overwhelming demand, especially for those that use their ST every day. Sloatman says "Once you've used our mouse you'll never want to use any other. It's the fastest, smoothest mouse available today." For further information please contact: Practical Solutions, 1135 N. Jones Blvd., Tucson, AZ 85716, (602) 322-6100, Fax: (602) 322-9271.

ATARI NEWSWIRE UPDATE

⇒ Press Release from Atari: To All Atari Owners: Rainbow TOS: The Operating System Upgrade from Atari. Atari is proud to introduce Rainbow TOS, a new version of the ST/MEGA operating system. During the early stages of the development of Rainbow TOS, we actively gathered suggestions from our customers and incorporated many of those suggestions. We have made many enhancements, including an easier to use GEM Desktop. Here are a few of the changes: Faster disk access, IBM compatible disk format from Desktop, Compatible with high resolution monitors, Automatically run GEM applications on boot-up, Soft-Reset available from keyboard, Revised File Selector, GEM Desktop supports "moving" of files, Folder renaming ability, Better memory management, Archive bit handling for Hard Drive backup. And many more! We consider Rainbow TOS to be a major enhancement to ST and MEGA computers and recommend that every one of our customers upgrade. Rainbow TOS is available now through your local Atari dealer. For additional information on Rainbow TOS please call our Technical Support Department at (408) 745-2004. Rainbow TOS is available from, and only installable by, your local Atari Dealer! Suggested Retail Price \$99.95 (parts only). Call (408) 745-2367 to locate an Atari Dealer near you.

⇒ Premiering at the Dusseldorf Atari Fair, the TT, with the Motorola MC68030 processor, moves the ST family into the 32 bit realm, achieving a significant increase in computing power with full TOS compatibility. Our goal for the TT was to design an expandable computer that would combine ST compatibility with superior resolution, more computing power, and improved sound generating abilities. At the heart of the TT is a 16 MHz MC68030 processor, which allows a high degree of 68000 compatibility, while operating at a higher clock speed and providing streamlined internal operations which make it even faster. The 68030 has built in 256 byte instruction and data caches, and an internal Memory Management Unit. Next to it on the board is a socket for an optional math coprocessor (MC68881/MC68882). Memory in the TT is a full thirty-two bits wide, both the ST RAM which is shared by the video logic, and TT RAM which is not shared. These factors combine to result in a memory bandwidth that is four times greater and program execution speeds up to 17 times faster than on the ST.

In both hardware and software, the TT is compatible with the ST. All hardware registers are in the same locations as they are in the ST. The ST video modes work the same way on both TT and ST, because they are organized in memory the same way on both machines. Most important for ST compatibility is the operating system in the TT: TOS. With TOS as the TT operating system, existing programs can automatically use the improved resolutions of the new video modes, as well as the larger color palette, without any change to the software. All this ST compatibility has the obvious benefit of allowing TT owners to take advantage of the large and growing base of ST software.

In addition to the three ST video modes, the TT has two new color video modes available on its VGA monitor: 640 horizontal by 480 vertical resolution with 16 colors, 320 horizontal by 480 vertical resolution with 256 colors. With a high resolution monochrome monitor, a 1280 by 960 resolution monochrome mode is available. All the color modes use a new, expanded 4096 color palette which is also available in the ST modes. Even ST monochrome (640x400) is actually a two color mode on TT, we call it "duochrome."

The improved sound system uses stereo

Continued on next page ➡



8-bit PCM (Pulse Code Modulation). This allows the TT to function as a digital tape player. The hardware also includes an automatic variable low pass filter, a stereo balance control and bass and treble tone controls. This sound is mixed through the internal speaker as well as being output via two RCA phono jacks located on the back of the machine. These features, combined with the high power computing capabilities of the 16 Mhz 68030, allow the TT to produce a wide range of high quality sounds. In keeping with the design goal of expandability, the TT has all of the ports familiar from the ST: MIDI, parallel, serial, and the Atari ACSI DMA port (for Atari hard disks, laser printers, or CD-ROM). The TT also includes a 25 pin SCSI port. One of the four TT serial ports can be configured as an industry-standard medium-speed SDLC network port. Of course, the machine also provides an internal speaker, a clock with battery backup, and a Mega ST compatible keyboard with ports for mouse and joystick.

In addition to the expansion capabilities provided by the TT's external interfaces, the TT is expandable internally as well. The housing can hold an internal hard disk and add-in memory cards. These memory cards allow the standard 2 megabyte TT to be expanded to 8 megabytes, or as much as 26 megabytes when 4Mbit DRAM chips become available.

Another example of internal expandability is the slot for a single standard "Eurocard" style VME card. This slot allows use of any of the large number of existing VME expansion cards. Some of the VME expansion options currently available include memory expansion, Ethernet and other network boards, coprocessors, graphics boards, and data acquisition (A/D and D/A converters). Already planned for TT VME expansion are an Ethernet board for networking, I/O port expansion, and graphics extensions.

The workstation-like capabilities of the TT will be complemented by an optional industry standard operating system. UNIX System V is being ported for the TT. Also available will be X windows as well as an X windows based graphic user interface, giving TT owners all the benefits of UNIX without all of the difficulties usually encountered. Here is a listing of TT specifications:

+ ST compatible operating system, giving TT an extensive software library

+ ST compatible hardware, including all the ST interface ports

+ Three new graphics modes: 1280 x 960 pixels high resolution monochrome, 640 x 480 pixels with 16 colors, and 320 x 480 pixels with 256 colors

+ All color graphics modes use an expanded 4096 color palette

+ 16 Mhz Motorola MC68030 processor

+ Socket for optional MC68881/MC68882 math coprocessor

+ DMA with built in SCSI and ACSI ports

+ Two serial ports, expandable to four ports.

+ Parallel interface

+ Detachable keyboard + Internal "Eurocard" VME socket (A24/D16)

+ Internal hard disk option

+ 8 bit stereo PCM sound

+ 2 Mbytes RAM, expandable to 8 Mbytes (26 Mbytes with 4 Mb DRAM)

+ Real time clock with battery backup

+ Network capable hardware

The Atari TT continues the Atari tradition of delivering Power Without The Price! We reserve the right to change technical specifications without notice. UNIX is a registered trademark of AT&T.

August, 1989, Atari Corporation, 1196 Borregas Ave., Sunnyvale, CA 94086, (408) 745-2000

⇒ Z*Net details on the 1040STE:

Atari's recent show in Dusseldorf, Germany gave the public the first rumblings of new products on the horizon. At this Atari specific show, which drew 35,000 attendees, a mystery machine that they have chosen to call the "Ste" will make it's way to the US soon. The following is the most complete information available to date on this new product from Atari, and will serve to assist you in deciding whether to purchase a Mega ST now, or wait for awhile and purchase an STE later...

The Atari 1040STE is a 8 Mhz 68000 based computer (same as the rest of the current ST line). In its initial configuration, this machine will be a 1 meg unit with internal 3 1/2" drive reminiscent of the current 1040 ST. Memory will be SIMM based, thus allowing for quick and easy upgrades,

(notice I didn't use the word "cheap" though...). Atari plans to ship the STE to the US in October 1989, a month after the initial shipments go to the European market.

The STE will have a palette of 4096 colors. (Still uses only 16 colors in low rez, 4 in med rez, and 2 in high rez, the same as the current ST line. The more colors displayed the longer the processing time, and I imagine they had to juggle the hardware they were going to use with the length of time that would be tolerable for a quality display to be processed. Many more colors could have been allowed on screen at the same time, but speed would have suffered greatly.) The STE will allow for increased "reality factor" in 3D rendering, better shading of objects, and increased quality in the "anti-aliases" of objects.

The STE will have 8 bit stereo PCM (Pulse-Code-Modulation) sound. (Same as in the TT!) Audio will be produced via hardware rather than the current method of software interrupts. This reduces the load on the microprocessor, and thus allows programs to work that much faster, and will allow certain Mac emulators to run at full tilt irregardless of whether audio is in use or not. Sound will now be capable of reaching compact disk quality! The number of audio channels is totally software dependent, and the default is stereo.

The Ste will sport 4 joystick ports and use the normal and a new style joystick. Built-in support for light guns, light pens, and paddles (the AD converters necessary for paddle use also can do double duty and allow the design and use of inexpensive audio and video digitizers that can out-perform anything we now have.)

Extra Control lines (via 16 additional data lines, 8 of which are bi-directional, allowing for input as well as output.) Genlock support is now standard, plug-n-play! (Genlock is a separate item though, it may be purchased separately.)

Hardware support for vertical and horizontal fine scrolling. This will prove to be extremely useful for programmer and user alike. They will be able to place the lines they need anywhere on the screen and not have to bother themselves with dreaming up additional routines to keep those lines from scrolling. Split screen design and titling work will be made infinitely easier with this new feature. Virtual screens will also be an easy feature to implement. - WK Whitton ●



RATTY'S RAP

by Matthew Ratcliff (Mat**Rat*)



What's new? Frankly, not much. I recently finished reviewing the "Dark Side" from Cinemaware for Video Games and Computer Entertainment. If you are looking for another "flight simulator style" graphics action adventure game, you might like this one. If the theme sounds sort of boring to you, then you won't be interested - "Dark Side" isn't described well by terms such as "unique", "captivating", nor "original". Graphics and playability are good. The elements of exploration and discovery are here. There's just nothing, well, ah, NEW here.

Jeff and Tim of Randall's Home Computers of St. Louis, along with Harold Brewer of Z*Magazine fame, were featured on a local radio talk show recently, "Computer Talk". After about an hour of fielding IBM PC style questions, the topic of Atari finally came up. They discussed the abilities of the Atari ST, with software and hardware upgrades that enable it to run either PC or Macintosh software, as well as its own.

I managed to get my two cents worth in, but was rebuffed by other loyal Atarians afterwards. Why? I asked the Randalls to discuss the problem of getting decent development software for the ST. I mentioned that many of the C compilers for the ST are out dated by the latest offerings from Borland and Microsoft for the PC. The fact that ST C compilers also cost, on average, TWICE AS MUCH as Borland's Turbo C 2.0 and Microsoft's Quick C, irks me to no end as well. The Atari ST is a low priced machine. People with smaller budgets, looking for more computing power for the buck, buy this computer. They expect lower prices for game software, and get it. But when it comes to good development tools, they are over priced for the ST, and hard to come by, so it's no wonder we don't see more local Atari ST software development. Borland's Turbo C is available for the Atari ST, in Germany. Why not the US? I asked the Randalls to discuss this. I wanted to hear their opinions on the subject. Well, after I hung up, they cut away to a commercial, and then got back to the topic of ST's and Desktop publishing, one of the ST's most mature fields. Maybe I should have played up the Atari ST, pretended it's the best computer in the market. It is a great machine for the price, but support is about as rare as newborn panda bears in the zoo. Good hardware with no serious support from its manufacturer and third party software houses is, for all practical purposes, obsolete.

Atari's made LOTS of promises. More advertising. New products at all the shows. Still their employment door revolves, ever more rapidly it seems. The Nintendo GAME BOY is on the market. I can go buy one NOW. Where's Atari's LYNX? Their Nintendo buster is a fantastic product. The Lynx is featured in the latest issue of Video Games and Computer Entertainment (VG&CE) magazine. Take a look. It boggles the mind. But where is it? Isn't it supposed to be shipping by now?

I do apologize for going on like this. I am suffering the worst case of computer burn out I've ever experienced in the last 10 years. School, work, illness in the family, too many article assignments; it all adds up. What I need is a bit of really good news. Say Atari were to deliver the LYNX, the Atari PC-5, the Stacy, a new 130XE with 80 column hardware built in, a Mega-8, and a dozen new game and productivity titles for the 8bit computer; to my local dealer, for commercial SALE, all in the same week. Now THAT would cure just about anybody's computer burnout. But as it stands, it has been a long drought of "Atari news", sales, and advertising. Notice how anemic Antic looks? (If you can find it.) Notice that Analog and ST-Log are merging? Notice that the latest ST-Log has only 10 advertisers in it? Are you concerned? I am. Atari had better kick the US market in the pants real hard and real soon, or they can kiss it goodbye. What kick? REAL advertising, marketing, and delivery of their latest techno-wonders, the

PC-5, STACY, and LYNX.

If anyone KNOWS that I'm wrong, please correct me. I'll be glad to print a retraction, along with the ENCOURAGING NEWS. Is there any? Am I too burned out to see?

I got some very positive feedback on the idea of writing a decent manual for the ACTION! cartridge. Dave Arlington of New Jersey sent me a copy of the ACTION! tutorial he's been developing. It looks quite nice. Analog has turned him down on publishing it in serial form. The editors feel there's not enough interest. Write to the magazines and prove them wrong. Dave hopes to finish his tutorial some day, maybe convert to a real manual. That'd be a nice touch. Frank Alexander, from the Motor City (Detroit), also encourages me to write a replacement for the manual that has frustrated him so much over his efforts to learn a decent high level language on the 8bit Atari. Thanks for the encouragement guys. Maybe over Christmas break I'll get un-burned out enough to tackle this project.

Keith Ledbetter's Express cartridge is here. It comes with the slickest looking manual I've ever seen for any 8bit Atari product. The software is pretty fine too. I piggy-backed all my cartridges once, just for grins: Mac/65 on Express on Diamond OS on SpartaDOS X on the R-TIME 8. In my 800XL they equalled the height of my monitor, which is elevated above the desk besides! Did it work? Nope. Did I expect it to? Nope. Piggyback cartridges really weren't meant to be stacked with other piggyback cartridges - it just doesn't make sense. Express will RUN CARTRIDGE, exiting gracefully to Action! above. It doesn't work with Mac/65, however. But those points are minor. Is Express a great terminal program? YES! ●

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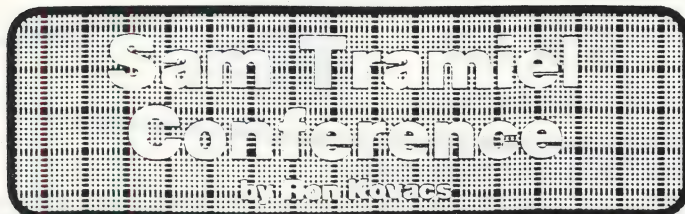
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Since the actual transcript of the Sam Tramiel conference would have taken up more room than we have, I have written up this column to address most of the points of the conference.

The conference, which took place August 30th, five days after the Atari specific Dusseldorf show in West Germany, had over 120 users in attendance in the GENIE ST Roundtable.

Sam Tramiel started with commentary about the new products displayed at the show. Atari introduced the the STE, TT030/2, and showed the Lynx game machine. The Lynx is the new name of the portable Atari Game Machine presented at Comdex earlier this year. Sam stated that there were 35,000 in attendance over the three day Dusseldorf fair and 145 software/hardware suppliers on hand. The Atari TT will begin shipping in the 4th quarter, the STE has begun shipping as of this writing, and the US market should see the STE and STacy this month.

In case you haven't heard, TOS 1.4 (Rainbow TOS) is available through your local dealer. Atari will supply dealers directly and the suggested retail price is around \$100.00. Sam emphasized the point of going to your local dealer for this upgrade. If you have the 2 chip configuration, you are out of luck at the present time. The TOS 1.4 upgrade will consist of the 6 chip set.

Sam detailed the specifics of the STE. It is actually a 1040ST with a color palette of 4096 colors, 8-bit PCM stereo sound, support for light gun, paddles, extra controllers, hardware fine screen scrolling, and Genlock capability without a need for internal modification.

During the conference Sam detailed news from Europe about Atari France. The building holding Atari France burned to the ground in a fire that was caused by a neighbor. A galant effort of re-organization is underway by Atari France and insurance covered the lost costs.

When asked about the status of the CD-ROM, Sam stated that Atari is working with a number of developers trying to alleviate the lack of software available. Developers can still purchase the CD-ROM from Atari but the general public will have to wait since Atari cannot predict availability.

The ATW has been shipped in Europe and should be in the US sometime before the end of 1989. This is encouraging, but Sam also stated that Atari must begin focusing attention on the ST and that pursuing too many things at one time would hamper their plans.

Finally, the HOTZ box is currently being worked on by Atari and no date has been set yet for shipping. The next appearance by Atari will be at the WAACE show this month. Look for a full report next month in Z*Net as we will be reporting direct from the show. As they happen, details will be in our regular weekly online magazines ZMAGAZINE and ST*ZMAGAZINE. ●

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Coordinator... continued from page 1

where there are no dealers. Atari has enlisted a group of dealers located across the USA to be "Regional Service Centers". If a user has a hardware problem, he can call Atari Customer Service Department, give his zip code, and get the name of the Regional Service Center closest to him. This is a good step forward for users that live hundreds of miles from dealers, and a big improvement over simply returning the defective unit to Sunnyvale for Atari to replace or repair. Nothing is as effective as having your own local dealer, but while Atari adds more dealers, this is a good alternative.

If you have attended any show, user group meeting, AtariFest or World of Atari show, I am sure you have listened to previous Atari employees baffle the airwaves with fluff, appear not to be interested, and really leave you feeling you wasted your time. Bob Brodie did not fit any of the above. His remarks were straight forward and to the point. If he didn't know an answer, it was simply stated as such, when one user continued to pursue information on upgrading his system, Bob handled himself well and honestly. When the user continued to press that he should be able to trade in his computer directly to Atari for an upgrade, Bob tried to point out that Atari does not have a used computer business, but that a number of dealers do. He suggested that the user contact a dealer that would be interested in trade-ins. But when the user insisted that Atari should be the one taking the trade-in, Bob told about his first new car, a Fiat sedan. He told how it fit

his needs wonderfully for a number of years, but after getting married, and starting a family, he found that little sedan was no longer met his needs. "When I realized our family needed another car, I did NOT go back to Fiat, and ask them to add another six feet to the car, add two more doors, cruise control, etc. I sold the car, then bought one that met our family's needs. Likewise, users whose needs have changed need to upgrade their systems." The groups showed their support for his analogy with their loud applause!

Bob's caring feeling shines through everything he said. A spokesman for Atari he is and I am sure he is going to fill the shoes of his previous position holders and more. Atari has latched on to a good public speaker and someone who cares about it's users. After the meeting adjourned, Bob and a number of user groups officers had another meeting, enjoying a lunch at restaurant close by. This was a great opportunity for both Atari and user groups officers to speak frankly about hopes and plans for the future. Bob shared some of his ideas that he wants to advance at Atari, getting users points of views to share with Sunnyvale executives. He stressed that he wants to be accessible to the users, and encouraged all to call (408-745-2052) or send e-mail (GENIE address: BOB-BRODIE) with any of their needs or requests. It also proved a good time for contacts to be nurtured between the groups, with promises of exchanges of material flowing between the groups. ●

Wide Scans With MiGraph's Hand Scanner

How To Easily Merge Two Scanned Images Using Touch-Up!

By Mike Bryant, S*P*A*C*E

(Reprinted from the Puget Sound Atari News, September 1989)



The hand scanner has several advantages over the flat-bed scanners. It requires no table space, can scan directly from books without having to tear the page out first, and costs about \$1,600 dollars less. It does have one obvious limitation though. The MiGraph hand scanner has a scanning window which is 4.08 inches wide, while much of the material you will want to scan is six to eight inches wide. If the image is not too tall, you can scan it sideways and then rotate it ninety degrees with Touch-Up. Often, however, this is not possible.

The following procedure was developed to allow wide images to be scanned as two overlapping vertical strips, then pieced together with Touch-Up. I make no claims that this is the only method or even the easiest method, because I have only worked with Touch-Up and the scanner for three days. On the other hand, this method will work and is not difficult. For ease in following the procedure, it is presented as a series of numbered steps.

1. In order to match the two scanned strips together, it will be necessary to have an identifiable reference point which is common to both segments. This point also needs to lie at the upper or lower edge of the area you plan to scan, or just outside of that area. The reason for this will become apparent below. If such a point is not readily found on your original image, it can be easily added. One way to do so without damaging the original is to darken a small piece of masking tape with a pen and then affix the tape to the original in such a way that a corner of the tape is located in the area that both of your scan strips will overlap. Again, place the tape just outside of the area that you plan to keep, so it can be cropped out when you are done.

2. The other critical factor in the scanning process will be to ensure that your two scans are exactly parallel to each other. If one is skewed slightly to the other, it will not be possible to merge them into a single image without leaving a visible seam. However you accomplish this, it will require that both scans be made with a ruler or other straight-edge to guide the scanner in a perfectly straight line. The two scans can be kept parallel by carefully measuring and marking points to lay the ruler between, but there is a much easier way. For less than ten dollars, you can buy a pair of parallel rulers, usually available where nautical supplies or navigation charts are sold. This handy device is a pair of rulers connected by a scissors which allows the rulers to be separated up to several inches apart, but keeps them always exactly parallel to each other.

3. With the parallel rulers together, make your first scan along the edge of the ruler. I simply use the "scan to page" option for the scan. Make sure that your scan includes your reference point that you selected or created above. Don't worry about getting too much; you will crop the image when you are done anyway. If the scanner slides up over the edge of the parallel ruler, place a thicker straightedge along the ruler first.

4. Save the first scan while carefully continuing to hold the parallel rulers in place (VERY IMPORTANT!).

5. While continuing to hold the outermost ruler firmly in place, move the other half of the parallel rulers to form an edge for your second scan strip. If you purchased one

of the smaller parallel rulers which only opens three inches, you can place another ruler against the parallel ruler for the second scan to give yourself another inch or so. You can also hold the first half of the parallel ruler while moving the second, then hold the second while closing the first up to it, and then hold the first again while you move the second a little more.

6. Scan along the edge of the ruler to obtain the second strip. Make sure that this scan also includes your reference point. I again use the "scan to page" option here. While some time might be saved by widening the page of your first scan and then scanning to a clip box for the second (to place it on the same page), it is difficult to set all of that up while holding the parallel rulers in place with one hand.

7. Create a clip box around your second scan. Clip the image as close as you can to the area you intend to keep, but make one corner of your clip box fall exactly on your selected reference point. Save the clip area (not the whole page) as CLIP-1.IMG.

8. Reload your first scan strip as a new page and similarly clip it, again ensuring that one corner of the box falls on your selected reference point. Save the clip area as CLIP-2.IMG.

9. Create a blank page large enough to include both of the scan strips with ample margins.

10. Use the IMG VIEW feature to set a clip box size to receive CLIP-1.IMG. Move the clip box away from the edges, to leave a good margin all around it. Load CLIP-1.IMG to the clip box.

11. Perform a "quick save" with SHIFT-F1.

12. Use IMG VIEW to create a clip box sized to match CLIP-2.IMG.

13. Move the clip box alongside the first strip, carefully aligning the corner which contains your reference point to the corresponding corner of the first strip. The edge of the clip box should run right along the edge of the first strip. (This is why the margin area was needed in Step 10. Without a margin, unless your strips are of identical size, it might not be possible to align them since Touch-Up will not let you move the clip box partially off the page.)

14. Load CLIP-2.IMG to the clip box. Your two strips should now appear as a single image. If you are not happy with the results, use the "quick load" feature (SHIFT-F3) to return to Step 13 and try again. Remember that the inevitable slight incongruities at the juncture of the two strips will not be nearly as visible when printed as they are on the screen.

15. If further cropping is necessary because of unequal lengths of CLIP-1.IMG and CLIP-2.IMG, perform this as above with the clip box, saving the clip area as a new .IMG file. While the seam may be detectable if you look carefully, it is certainly not noticeable unless you are looking for it.

After completing the above image merging procedure one time, you'll find it to actually be much easier than it sounds. So... don't let your scanner width stop you from scanning whatever you need! ●

Beyond GEM!

Paying Attention to Events (Part 3)

by Douglas Hodson

In my last two articles I covered every event that could be generated with the `evnt-multi()` function, except MU-MESAG (the message event). This month will conclude the discussion of `evnt-multi()`. Reprinting for a third and final time indicates only one parameter is required to receive the messages.

```
evnt-multi(
event-types,           /* event types */
clicks, button, state, /* mouse button info */
m1-in-out, x1, y1, w1, h1, /* 1st rectangle info */
m2-in-out, x2, y2, w2, h2, /* 2nd rectangle info */
buffer,                /* message buffer addr */
lowtime, hightime,     /* timer info */
xptr, yptr,            /* mouse coordinates */
bptr,                  /* mouse button state */
kptr,                  /* keyboard state */
key,                   /* key code info */
times);                /* times mouse state occurred */
```

The parameter is called `buffer`, and is an array of 8 words (integers on most compilers). The `buffer` is used to pass message information to the program. This method of passing information is most commonly called a pipe. The format of the message `buffer` is as follows:

`buffer[0]`, a number identifying the message type.
`buffer[1]`, the application id of the application originating the message
`buffer[2]`, number of bytes in message beyond 16, the rest can be read by the `appl-read()` call.
`buffer[3]`, through `buffer[7]`: contents of message, this varies according to the message.

`Buffer[1]` is used to pass information back and forth between application programs and desk accessories. Most programmers will not use it in "standard" GEM applications. I'm really not sure but this technique may be used in the CAD-3D series of software, and possibly the Thunder spelling checker. Also note that `buffer[2]` is typically not used. Both `buffer[1]` and `buffer[2]` are used for this information passing. You will need some understanding of `appl-find()`, `appl-read()` and `appl-write()` if you wish to pass information around between applications.

`Buffer[0]` contains the type of message event occurred. The message types are listed below along with a short description of each and some helpful (hopefully) hints on how to handle them.

MN-SELECTED, user has selected a menu item. Simply test `buffer[4]` and compare it to index names you specified in the resource editor when you created the menu tree. The index names are defined in the header file associated with the resource.

WM-REDRAW, the screen has changed in some manner that requires a section of a window to be redrawn. An example would be if a user clicks an inactive window to place it on top, parts of it may need to be redrawn. A redraw event could also be generated if the user clicks the full size box expanding the

window to full screen, unless the window was already at full size.

WM-TOPPED, the user clicked on the window, indicating he or she wants it placed on top. You must do the actual "topping" by calling the `wind-set()` function with `WF-TOP` used as an input parameter. Most likely parts of the window will need to be redrawn, i.e. redraw event will be generated.

WM-CLOSED, user has clicked on the closer box. Typically you close the window with a `wind-close()` call and possibly a `wind-delete()` call.

WM-FULLED, user has clicked the full box. You have to expand the window full size (or previous size if already at full) by calling `wind-set()` with the `WF-CURRXYWH` (current x,y,w and h size) parameter.

WM-ARROWED, this indicates that the user has clicked one of the up, down, right or left arrows. You first need to look at `buffer[4]` to find out which arrow was clicked then take appropriate action, i.e. slide screen information.

WM-HSLID, user moved the horizontal slider. Handling sliders properly can be a little tricky. Basically the sliders position is indicated by the number contained in `buffer[4]`. The number ranges from 1 to 1000.

WM-VSLID, same as **WM-HSLID** except for the vertical slider.

WM-SIZED, user has changed the size of a window by clicking and dragging the window to a different size. If the window size increased in either width or height a redraw event will be generated to fill in the "new" area.

WM-MOVED, user moved the window. No redraw events will be generated for this window, but if user "uncovered" parts of another window, a redraw event will be generated for that window. Note, there is one exception to this rule. If part of window just moved was off the desktop, it may require redrawing.

AC-OPEN, user just clicked on a item under the desk menu, i.e. user wants to open a desk accessory. Only used in desk accessories. Check `buffer[3]` and compare to the id number returned by `menu-register()` when your desk accessory "installed itself". If id numbers are equal, then it's you the user wants to activate!

AC-CLOSE, user does not initiate this event directly. The event is generated by GEM when an application program terminates. Why do you care? Because if you are a desk accessory and have any open windows on the desktop, you must zero all your window handles! I know this seems strange, but GEM closes and deletes all windows when a GEM application terminates. It may seem confusing to know when a window is open or whether GEM deleted it because program finished. My solution is to create a global flag called `w-open`. Initialize it to FALSE when accessory first starts. If a window is opened, set it to TRUE, if user closes window, set to FALSE, simple right? Now if main application terminates, you'll receive a **AC-CLOSE** message event, simply zero the window handle and set `w-open` to FALSE. When window is opened again, another `wind-create()` call needs to be made.

The specific details of each event should be contained in your compilers manual. The message event names could be slightly different. Next time we will start fresh with a new topic. Until then, Doug. ●

Public Domain Shelf

by Alice Amore

FLOORMAT The authors of this shareware program, S. Orandi and S. Tringali (D. & W. Associates), contend that although there are already enough ST formatting programs to choke a horse, not even one of them could be considered even marginally "attractive". They have changed all that with FLOORMAT. This program is very pretty. Gone are the boring dialog boxes and the GEM interface. Instead we get an animated picture of an ST (which I remember as being one of the best animated D.E.G.A.S. pics in existence) and a wealth of formatting options displayed on a spiffy menu screen. One important feature of this program is the ability to abort a format at the last minute (when you suddenly realize that the wrong disk is in your drive). You can control the seek time, FAT size, directory entries, sector layout and cluster size. You can verify, use tracks up to 200, do multiple formats, and even see a 3-D layout of errors. The parameters are user-configurable and can be saved. FLOORMAT claims to be faster than all other formatters, and it also claims to be the only formatting program which will continue formatting even if there are disk errors. (When that happens, the errors are displayed on a graph.) This program definitely deserves your attention.

ST-Log Programs

Programs from ST-Log can now be found in the GENie ST file libraries. Included with each file is a detailed index of the ST-Log issue from which the file was taken. These files were meant to be used in conjunction with ST-Log. Subscribe. ST-Log contains all the necessary documentation to help you use the software therein. The following are some (but not all) of the programs available on GENie which are from ST-Log, Issue #34:

WUZZLERS D.A. Brumleve has done it again with another fine program to add to the first-rate KIDPRG (tm) series. Written in GFA BASIC, WUZZLERS (4.1) is a "word and picture puzzle game" for one or two players. Using the excellent built-in paint-type program, the child first paints a picture. Features include draw, circle, frame, line, magnify. There is also a fill feature which includes many patterns as well as solid colors. The UNDO key can be used in case there is a change of mind. The finished picture is saved to disk where it joins several other included picture files. To play the game itself, a picture file is loaded but not shown at first. A game (of the hangman variety) is then played with the child clicking on boxed letters as she/he tries to guess the name of the picture file. If a wrong letter is guessed, part of the picture is revealed. The object of the game is to guess all the letters before the entire picture is revealed. Get this file for your kids. They will have loads of happy play with it.

ARCSHL20 This is version 2.0 of ARCSHELL. Charles F Johnson has further enhanced his excellent archiving utility to work with LHARC, a newer ARCing format. Although not all LHARC functions will work with ARCSHELL at this point, it's a simple matter to set up ARCSHELL to work with both ARC and LHARC, choosing the one you need when you need it.

BOWL-3 This is the Bowling League Secretary by Robert Johnson. It will keep scores for up to a 60-week season involving up to 40 teams, including as many as 200 substitutes. The program will also handle blind games, postponed games, forfeited games, delete players/subs, recover players/subs, position nights, player swaps, extra players, and different handicaps for men and women. Hotkeys and print-outs are supported.

CV2IMG09 If you collect a large number of .IMG files to use with your favorite DTP package, you can use

this program to make your collection grow by leaps and bounds. CV2IMG09 ("Convert to .IMG"), by Craig W. Daymon, will convert any D.E.G.A.S. picture file (.PI1, .PI2, .PI3, .PC1, .PC2, .PC3), NEOchrome or TINY picture, Spectrum file (.SPU, .SPC) or MacPaint picture (.MAC) to a high resolution .IMG file. (Not all these formats are supported in this version, but should be in later versions.) The program itself will run with either a color or monochrome monitor. On mono systems, the new .IMG file will be displayed as it converts. If you are using a color system, use any .IMG viewer (such as IMGSHOW) to see the converted picture. CV2IMG09 includes a compact tutorial on the .IMG format. The programmer would like feedback from users, including suggestions for improvements and enhancements.

DIAMOND "Diamond Back" is a commercially available "back-up and restore" program distributed by Data Innovations, Inc. DIAMOND is the demo version. Although all the features are functional, only the first backed-up disk will contain the FAT and directory information. Still, you can get a good idea of the program's capabilities by experimenting with this demo version and reading the documentation.

ICDBOOT The new version of ICD's FA-ST hard disk booter (4.0) will be released very, very soon. To keep those who can't wait happy, ICD has posted a beta version of 4.0. The new booter increases speed quite a bit, includes an intelligent caching scheme, plus other improvements. It supports AHDI 3.0x and removable media.

TAC-CAT Most user groups have software libraries. And most of these libraries are maintained by honorable "librarians" who spend a great deal of time classifying, sorting, copying, and otherwise keeping tabs on hundreds, or perhaps even thousands of ST files. TAC-CAT is a program to warm a librarian's heart, and make the task of organizing a large PD/shareware library a little less likely to bring on a stroke. TAC-CAT can: Create multiple catalog files of up to 500 disk descriptions in each file; Specify pricing for both single and double-sided disks; Allow optional price reductions for multiple disk purchases and/or for user group members; Allow setting of shipping costs; Include disk title, code, format, and description for each disk listed in catalog. + Allow various billing options; Configuration for any fairly standard printer including LaserJet.

This is only a partial list, and planned enhancements are many. TAC-CAT was written using GFA BASIC 2.02, and is shareware from Sanford M. Furrow, IV, who wrote the program for the Tucson, Arizona Atari ST Users' Group (TAC).

FND For those who use a PC at work and an ST at home, FND ("a portable data look-up utility") will allow you to search for keywords in data files by pre-marking specific lines of data as they're entered. FND will run on either an ST or a PC.

FUJIDSK2 FUJIDSK2 is simply a rotating Fuji for your desktop. It appears in the upper left-hand corner of the screen, right next to the Desk Menu. In medium res it rotates nicely, and in low res it does some nice color-cycling. In high res... well, just about everything looks great in high res, doesn't it?

OCPART This is a demo of "The Advanced OCP Art Studio" from Rainbird Software. Because the demo is self-running (and at times makes you think there's a phantom at the console), you are able to sit back and watch an expert assemble various pictures on the screen, plus an impressive animated sequence. This is high-quality STuff. The demo loops, making it suitable to keep on display at user group meetings, computer fairs, and other such events. The commercial version is available from Datel Computers. ●

The Archive Bit

Compiled by Ron Kovacs from The ZMagazine Archives

October 1988: Neil Harris resigns from Atari Corp and takes position at GENie Services. Soon after his resignation, a few Atari community members comment openly about the problems surrounding the news. Data Pacific released a newsletter in September and presents misleading information which surfaces in October. David Small releases a public opinion article on the pay services. Spectre 128 begins arriving. This would be the first product released by David Small's new company, Gadgets By Small Inc.. Sam Tramiel attends CompuServe conference and leaves a sour taste in the mouth of all attendees. During the 75 minute conference the system shut down and Sam soon announced a quick notice he was leaving and no more questions were taken. Sam Tramiel states that the new effort for 1989 is to push the US market. Atari raided several stores in New York City that were selling imitations of it's video game consoles, joysticks and cassettes. In the late September raid, Atari seized 700 consoles that resembled the 2600 game system. Value of this raid was over \$100,000. Roy Goldman announces the start of Daisy Dot 3.

October 1987: Atari launched CDROM at the Personal Computer World Show in England. At the unveiling, Atari announces that the CDROM will be shipping by Christmas 1987 and will sell in the UK for \$650.00. In addition, Atari said that when technology prices fall low enough, they will make the system available for it's machines. Antic Magazine see's seven Atari PC clones on an Atari workbench in Sunnyvale running Lotus 1-2-3 and Flight Simulator. Atari ships developers 4 meg Mega 4 with blitter chip to developers. Atari starts shipping Mega 2 and Mega 4 computers to authorized Atari business computer centers. Atari announces closing of purchase for Federated Group stores. Atari's rare advertising campaign begins with the XE Game system on local television stations.

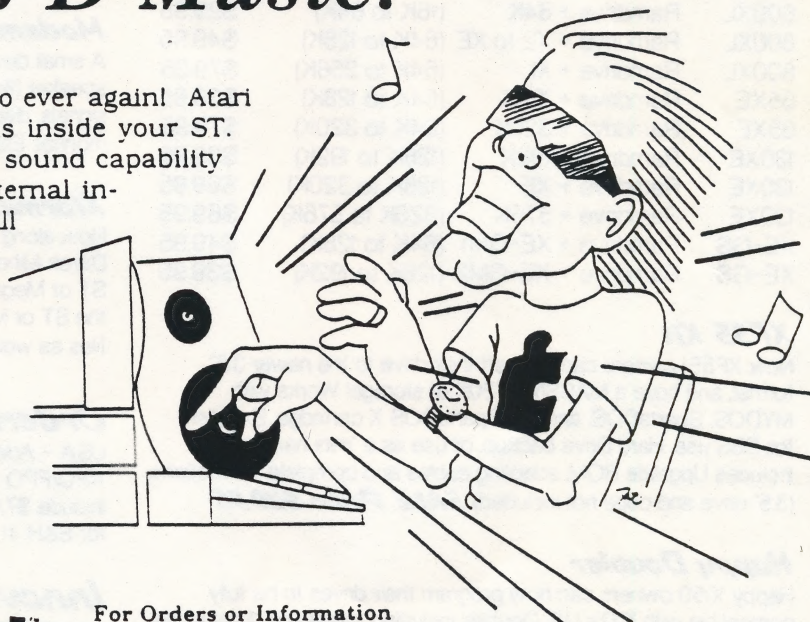
October 1986: Atari Explorer returns with a new publishing staff after missing from the news-stands for over a year. Star Glider ships for the ST. Compute Magazine reviews Hacker 2, Chessmater 2000, and Music Studio for the ST. The Los Angeles Atari Faire takes place. Astra announces HD+ for the ST, a 20 meg hard disk and 1 meg floppy disk in one unit. Business Manager is released from Reeve Software for the 8-bit. Virtusonics announces a new graphics/ animation product called Virtuoso for the 8-bits. Antic is running a contest called Practical Applications and winners get a 1040ST.

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65XE	Ramdrive + 320K	(64K to 320K)	\$79.95
130XE	Ramdrive + 192K	(128K to 192K)	\$39.95
130XE	Ramdrive + XE	(128K to 320K)	\$69.95
130XE	Ramdrive + 576K	(320K to 576K)	\$69.95
XE-GS	Ramdrive + XE-GM1	(64K to 128K)	\$49.95
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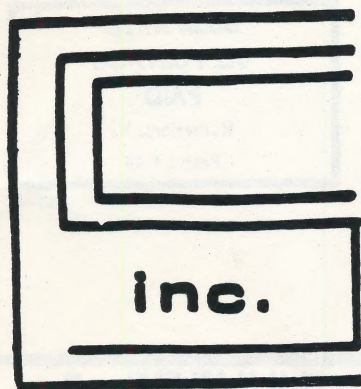
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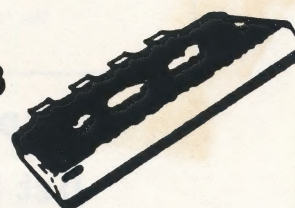
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